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Scene Navigation using

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1:1 - Welcome to

ActionScript 3.0 (episode 1)

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contains the ActionScript

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Adobe Flash Professional CS5
book is the perfect book for
both beginners in using
ActionScript 3.0 in Flash,
as well as for beginners in

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programming in general. All of the lessons are simple to follow, and they take the time to point out small things that beginners normally miss.

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ActionScript 3.0 language
fundamentals*

This is the Rough Cut
version of the printed book.
This project-based guide

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readers all they need to
know to create engaging
interactive content with
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Language Version:

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ActionScript 3.0. Runtime
Versions: Flash Player 10,
AIR 1.5, Flash Lite 4.

Converts a Vector into a
rectangular region of pixel
data. For each pixel, a
Vector element is read and
written into the BitmapData

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pixel. The data in the
Vector is expected to be
32-bit ARGB pixel values.

*BitmapData - Adobe
ActionScript® 3 (AS3) API
Reference
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Indicates the database page size (in bytes) that was specified when the current database was originally created (the value that was specified for the `pageSize` parameter in the `open ()` or `openAsync ()` call that

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created the database). If the connected property is false, this property's value is 0.

*SQLConnection - Adobe
ActionScript® 3 (AS3) API
Reference*

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ActionScript 3.0 executes fast. This version requires more familiarity with object-oriented programming concepts than the other ActionScript versions. ActionScript 3.0 is fully compliant with the

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ECMAScript specification, offers better XML processing, an improved event model, and an improved architecture for working with onscreen elements.

How to use ActionScript with

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Animate - Adobe Inc.

The ActionScript 3.0 for Adobe Flash Professional CS5 book is the perfect book for both beginners in using ActionScript 3.0 in Flash, as well as for beginners in programming in general. All

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of the lessons are simple to follow, and they take the time to point out small things that beginners normally miss.

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2006–2020: ActionScript 3.0

In June 2006, ActionScript 3.0 debuted with Adobe Flex 2.0 and its corresponding player, Flash Player 9.

ActionScript 3.0 was a fundamental restructuring of

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the language, so much so that it uses an entirely different virtual machine.

ActionScript - Wikipedia

A curated list of awesome libraries and components for ActionScript 3 and Adobe

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AIR. Adobe AIR provides a single set of APIs to build cross-platform d. Monday, December 14 2020 Breaking News. Awesome ActionScript 3 – Massive Collection of Resources;

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*Awesome ActionScript 3 – A
Massive Collection of
Resources ...*

In the Advanced ActionScript
3.0 Settings dialog box,
click the Config Constants
tab. To add a constant,
click the Add button. Type

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the name of the constant you want to add. The default config namespace is CONFIG and the default constant name is CONFIG_CONST.

*ActionScript publish
settings in Adobe Animate*

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to Flash files using
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write event-handling
functions, and control
loading of and interaction
with data, text, video,

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for the Adobe ® Flash ®
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Packages Classes What's New
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Tool - Duplicate and edit
object - Page navigate - Go
to and Play Frame Navigation

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ActionScript 3 can be used
by installing the Adobe AIR
SDK or Apache Flex SDK or as
part Adobe's Animate CC

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product (formerly known as Flash Professional). Adobe Animate CC is a professional software solution that can be used to create AS3 projects using visual tools - once installed, no further steps are necessary to begin

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creating AS3 projects. In A
Book

*ActionScript 3 - Getting
started with ActionScript 3*

...

Hi, I was wondering: I made
the game Mastermind in
actionscript 1.0. But since

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I have Flash CS3, I've made a MP3 Player in Actionscript 3.0. I want to combine those 2 files. But they have both different Actionscripts, and that makes it impossible for me to combine them. Does anybody know how to mak...

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